

WORK BREAKDOWN AGREEMENT: FIT2099 SSB ASSIGNMENT 1

GROUP NAME	JAVAPLUSPLUS
GROUP MEMBERS	MOHAMED SHAKEEL MOHAMED RAFI 28021452
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1. Modifying Existing Design Documents

1.1. Class Diagram: harrypotter.entities

Producer(s): Shakeel 17/01
Reviewer(s): Matti 18/01

Description:

- Adding Leave as an Affordance
- Adding Give as an Affordance
- Adding Wand class as a HP Entity
- Adding Potion

1.2. Class Diagram: harrypotter.entities.actor-AND-behaviours

Producer(s): Shakeel, Matti 18/01
Reviewer(s): Kerry 19/01

Description:

- Adding Dementor as a HP Actor
- Adding Wand Class
 - Linking Wand Class to HP Actor
- Adding a Cast action, which links to Spells and inherits Attack Class

1.3 Class Diagram: harrypotter.actions

Producer(s): Matti 19/01
Reviewer(s): Kerry 22/01

Description:

- Adding Give Class into the actions package and its relation to other classes.
- Adding Leave Class into the actions package and its relation to other classes.
- Adding Cast as a Class and its relation to other classes.

2. Creation of new Design Documents

2.1 Class Diagram: harrypotter.cast

Producer(s): Shakeel, Kerry 20/01
Reviewer(s): Matti 21/01

Description:

- Linking the spells to their actors and action required to do the spells

3. Design Rationale Documentation

3.1 Leave Affordance

Producer(s): Shakeel 20/1
Reviewer(s): Matti 22/1

Description:

- Explanation of how Leave affordance is implemented and justification
 - Relate Leave to the way Take works

3.2 Give Affordance

Producer(s): Matti 20/1
Reviewer(s): Shakeel 22/1

Description:

- Explanation of how Give affordance is implemented and justification
 - Relate Give to the way Take works

3.3 Potion

Producer(s): Matti, Kerry 20/1
Reviewer(s): Shakeel 22/1

Description:

- Explanation of how Potion work and its effect on actors.

3.4 Wand and Cast

Producer(s): Shakeel, Matti, Kerry 21/1
Reviewer(s): Shakeel, Matti, Kerry 22/1

Description:

- Explanation of how Wand is implemented and justification
 - Relate to how HPActor 'attacks'.
 - Distinction between attacking and casting spells.

3.5 Spells

Producer(s): Kerry, Matti 21/1
Reviewer(s): Shakeel 22/1

Description:

- Explanation of what Spells affect the gameplay
- Distinction between attacking and casting spells

3.6 Dementor

Producer(s): Matti 19/1
Reviewer(s): Shakeel 21/1

Description:

- Explanation of how and why Dementor are implemented.

WORK BREAKDOWN ACKNOWLEDGEMENT

I, MOHAMED SHAKEEL MOHAMED RAFI [22/01/2019: 21:00], agree to this breakdown arrangement.

I, MATTI HADDAD [22/01/2019: 21:10], agree to this breakdown arrangement.

I, KERRY YUE SONG ZHENG [22/01/2019: 21:05], agree to this breakdown arrangement.